

Amendment to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1-3. (Canceled)

4. (currently amended) An electronic educational toy ~~having a housing for teaching~~, comprising:

a toy housing supporting a planar work platform on which a child can make selections by causing contact across a planar surface of the work platform, the toy housing enclosing:

a speaker,

a processor, and

at least a portion of a sensing system, the sensing system sensing occurrences of contact caused by the child with the work platform and sending information to the processor corresponding to one or more sensed occurrences of contact;

a first learning mode wherein the child explores letters, words, numbers or pictures by causing contact with the work platform without there being an indication of an incorrect selection of a letter, word, number or picture and the toy provides audio feedback to the child when such contact corresponds to the selection of a letter, word, number or picture, the audio feedback relating to the selected letter, word, number or picture; and

a multiple contact learning mode including:

a plurality of questions or instructions capable of being output by the speaker, the questions or instructions presenting the child with a problem which can only be correctly solved by the child by the child causing contact with the

work platform two or more times, the child indicating two or more cognitive selections by causing contact with the work platform two or more times,

the processor enclosed within the housing receiving information from the sensing system corresponding to sensed occurrences of contact by the child on the work platform in response to the question or instruction and using the information to evaluate whether the child's cognitive selections as indicated by the child caused contacts with the work platform correspond to a correct solution to the question or instruction,

a first audio feedback response output by the speaker where the processor determines that the two or more child caused contacts with the work platform correspond to a correct solution to the question or instruction, the first audio feedback response indicating to the child that the two or more selections by the child correspond to a correct response to the question or instruction, and

a second audio feedback response output by the speaker where the processor determines that one or more of the child caused contacts with the work platform does not correspond to a correct solution to the question or instruction, the second audio feedback response indicating that one or more of the selections by the child is something other than a correct solution to the question or instruction.

~~a plurality of audio prompts output by a speaker enclosed within the toy housing, a prompt including a question or instruction having at least one correct response, the question or instruction designed to encourage a child to make a cognitive decision and indicate the cognitive decision by causing contact with a touch-sensitive surface, the touch-sensitive surface formed on at least a portion of a substantially planar surface of the toy housing;~~

~~one or more sensors capable of sensing the location of where the touch-sensitive surface has been contacted;~~

~~a contact capable of occurring and being sensed in arbitrary child-defined locations on the touch-sensitive surface, the occurrence of contact on the touch-sensitive surface in response to the question or instruction indicating the cognitive decision by the child corresponding to the question or instruction;~~

~~a processor enclosed within the toy housing capable of: a) executing educational software, b) receiving information from the one or more sensors corresponding to the occurrence of contact by the child on the touch-sensitive surface and c) using the information from the sensors to determine whether the child's cognitive decision as indicated by the occurrence of contact by the child on the touch-sensitive surface corresponds to a correct response to the question or instruction;~~

~~a first audio feedback response output by the speaker enclosed within the toy housing, the first audio feedback response indicating to the child that the decision indicated by the child's contact with the touch-sensitive surface corresponds to a correct response to the question or instruction; and~~

~~a second audio feedback response output by the speaker enclosed within the toy housing, the second audio feedback response indicating to the child that the decision indicated by the child's contact with the touch-sensitive surface is something other than a correct response to the question or instruction;~~

~~the toy housing enclosing the speaker, at least a portion of the one or more sensors and the processor, the housing having a substantially planar surface, at least a portion of which comprises the touch-sensitive surface.~~

5. (currently amended) An electronic educational toy as in claim 4, wherein the child causes contact with the touch-sensitive surface by placing an object on the touch-sensitive surface in the first learning mode and multiple contact learning mode, the contact with the work surface is object-generated contact

6. (previously presented) An electronic educational toy as in claim 4, wherein the processor generates questions or instructions with different levels of difficulty.

7. (previously presented) An electronic educational toy as in claim 6, wherein the processor generates more difficult questions depending on the user having provided correct previous answers.

8. (currently amended) An electronic educational toy as in claim 4, further comprising in the multi-contact learning mode a second prompt ~~for a correct response to the question or instruction~~ specifically asking the child to try to respond to the question or instruction again in the event ~~the decision~~ a selection by the child does not correspond to a correct response to the question or instruction.

9. (currently amended) An electronic educational toy as in claim 4, further comprising a plurality of images presented on the ~~touch-sensitive surface~~ work platform to the child to facilitate the interaction between the educational software and the child, wherein the ~~plurality of images presented on the touch-sensitive surface can be~~ work platform are changed from time to time, the processor being aware of the change of images without the child having to assist in advising the toy that the presented images have been changed.

10. (previously presented) An electronic educational toy as in claim 4, wherein at least a portion of the educational software is capable of being loaded into the toy by users thereof.

11. (previously presented) An electronic educational toy as in claim 10, wherein at least a portion of the educational software is capable of being loaded via a portable memory capable of being inserted by the user into a portable memory receiving device associated with the toy.

12. (previously presented) An electronic educational toy as in claim 10, wherein at least a portion of the educational software is capable of being downloaded from a remote location over a data transmission medium.

13. (currently amended) An electronic educational toy ~~having a housing for teaching,~~ comprising:

a toy housing supporting a planar work platform on which a child can make selections by causing contact across a planar surface of the work platform, the toy housing enclosing:

a speaker,

a processor, and

at least a portion of a sensing system, the sensing system sensing occurrences of contact caused by the child with the work platform and sending information to the processor corresponding to one or more sensed occurrences of contact and sensing the lateral movement of a child-caused contact across a face of the work platform while the contact is maintained with the work platform and sending information to the processor corresponding to the path of the lateral movement of the child-caused contact across the face of the work platform;

a movement tracking capability wherein in response to an audio prompt a child causes contact with the work platform, a location of the contact moving laterally across the face of the work platform while the contact is maintained with the work platform and the processor detects the path of the contact as the location of contact moves laterally across the face of the work platform; and

a multiple contact learning mode including:

a plurality of questions or instructions capable of being output by the speaker, the questions or instructions presenting the child with a problem which can only be correctly solved by the child by the child causing contact with the work platform two or more times, the child indicating two or more cognitive selections by causing contact with the work platform two or more times,

the processor enclosed within the housing receiving information from the sensing system corresponding to sensed occurrences of contact by the child on the work platform in response to the question or instruction and using the information to evaluate whether the child's cognitive selections as indicated by the child caused contacts with the work platform correspond to a correct solution to the question or instruction,

a first audio feedback response output by the speaker where the processor determines that the two or more child caused contacts with the work platform

correspond to a correct solution to the question or instruction, the first audio feedback response indicating to the child that the two or more selections by the child correspond to a correct response to the question or instruction, and

a second audio feedback response output by the speaker where the processor determines that one or more of the child caused contacts with the work platform does not correspond to a correct solution to the question or instruction, the second audio feedback response indicating that one or more of the selections by the child is something other than a correct solution to the question or instruction.

~~a plurality of audio prompts output by a speaker enclosed within the toy housing, a prompt including a question or instruction having at least one correct response, the question or instruction designed to encourage a child to make a cognitive decision and indicate the cognitive decision by causing contact with a touch-sensitive surface, the touch-sensitive surface formed on at least a portion of a substantially planar surface of the toy housing;~~

~~one or more sensors capable of sensing the location of where the touch-sensitive surface has been contacted;~~

~~a contact capable of occurring and being sensed in arbitrary child-defined locations on the touch-sensitive surface, the occurrence of contact on the touch-sensitive surface in response to the question or instruction indicating the cognitive decision by the child corresponding to the question or instruction;~~

~~a processor enclosed within the toy housing capable of: a) executing educational software, b) receiving information from the one or more sensors corresponding to the occurrence of contact by the child on the touch-sensitive surface and c) using the information from the sensors to determine whether the child's cognitive decision as indicated by the establishment of contact by the child on the touch-sensitive surface corresponds to a correct response to the question or instruction;~~

~~an audio feedback response output by the speaker, the audio feedback response indicating to the child whether the decision indicated by the child's contact with the touch-sensitive surface corresponds to a correct response to the question or instruction;~~

~~wherein the processor generates questions or instructions with different levels of difficulty;~~

14. (currently amended) An electronic educational toy as in claim 13, ~~wherein the child causes contact with the touch-sensitive surface by placing an object on the touch-sensitive surface in the multiple contact learning mode and the movement tracking capability, the contact with the work surface is object-generated contact.~~

15. (previously presented) An electronic educational toy as in claim 13, wherein the processor generates more difficult questions depending on the user having provided correct previous answers.

16. (currently amended) An electronic educational toy as in claim 13, further comprising in the multi-contact learning mode a second prompt for a correct response to the question or instruction specifically asking the child to try to respond to the question or instruction again in the event the decision a selection by the child does not correspond to a correct response to the question or instruction.

17. (currently amended) An electronic educational toy ~~having a housing for teaching, comprising:~~

a toy housing supporting a planar work platform on which a child can make selections by causing contact across a planar surface of the work platform, the toy housing enclosing:

a speaker,

a processor, and

at least a portion of a sensing system, the sensing system sensing the occurrence of a first contact caused by the child on the surface of the planar work platform and, while the first contact is maintained in position to be sensed by the sensing system, sensing the occurrence of a second contact caused by the child on the surface of planar work platform sensing occurrences of contact caused by the

child with the work platform and sending information to the processor corresponding to one or more sensed occurrences of contact;

a plurality of images presented on the work platform to the user to facilitate the interaction between the user and educational software, wherein the images presented on the work platform are changed from time to time; and

a multiple contact learning mode including:

a plurality of questions or instructions capable of being output by the speaker, the questions or instructions presenting the child with a problem which can only be correctly solved by the child by the child causing contact with the work platform two or more times, the child indicating two or more cognitive selections by causing contact with the work platform two or more times,

the processor enclosed within the housing receiving information from the sensing system corresponding to at least a first occurrence of contact by the child on the work platform and a second occurrence of contact by the child on the work platform while the first contact is maintained with the work platform in response to the question or instruction and using the information to evaluate whether the child's cognitive selections as indicated by the child caused contacts with the work platform correspond to a correct solution to the question or instruction,

a first audio feedback response output by the speaker where the processor determines that the two or more child caused contacts with the work platform correspond to a correct solution to the question or instruction, the first audio feedback response indicating to the child that the two or more selections by the child correspond to a correct response to the question or instruction, and

a second audio feedback response output by the speaker where the processor determines that one or more of the child caused contacts with the work platform does not correspond to a correct solution to the question or instruction, the second audio feedback response indicating that one or more of the selections by the child is something other than a correct solution to the question or instruction.

~~a plurality of audio prompts output by a speaker enclosed within the toy housing, a prompt including a question or instruction having at least one correct response, the~~

~~question or instruction designed to encourage a child to make a cognitive decision and indicate the cognitive decision by causing contact with a touch sensitive surface, the touch sensitive surface formed on at least a portion of a substantially planar surface of the toy housing;~~

~~one or more sensors capable of sensing the location of where the touch sensitive surface has been contacted;~~

~~a contact capable of occurring and being sensed in arbitrary child defined locations on the touch sensitive surface, the occurrence of contact on the touch sensitive surface in response to the question or instruction indicating the cognitive decision by the child corresponding to the question or instruction;~~

~~a processor enclosed within the toy housing capable of: a) executing educational software; b) receiving information from the one or more sensors corresponding to the occurrence of contact by the child on the touch sensitive surface and c) using the information from the sensors to determine whether the child's cognitive decision as indicated by the occurrence of contact by the child on the touch sensitive surface corresponds to a correct response to the question or instruction;~~

~~an audio feedback response output by the speaker, the audio feedback response indicating to the child whether the decision indicated by the child's contact with the touch sensitive surface corresponds to a correct response to the question or instruction;~~
~~and~~

~~a plurality of images on the touch sensitive surface to facilitate the interaction between the child and the toy, wherein the plurality of images on the touch sensitive surface can be changed.~~

18. (currently amended) An electronic educational toy as in claim 17,
~~wherein the child causes contact with the touch sensitive surface by placing an object on the touch sensitive surface in the multiple contact learning mode, the contact with the work surface is object-generated contact.~~

19. (currently amended) An electronic educational toy as in claim 17,
~~wherein the toy housing encloses the speaker, at least a portion of the one or more~~

~~sensors, and the processor, the housing having a substantially planar surface, at least a portion of which work platform comprises the a touch-sensitive surface.~~

20. (previously presented) An electronic educational toy as in claim 17, further comprising a second prompt for a correct response to the question or instruction in the event the decision by the child does not correspond to a correct response to the question or instruction.

21. (previously presented) An electronic educational toy as in claim 17, further comprising educational software capable of being loaded into the toy by users thereof.

22. (previously presented) An electronic educational toy as in claim 21, wherein at least a portion of the educational software is capable of being loaded via a portably memory.

23. (previously presented) An electronic educational toy as in claim 21, wherein at least a portion of the educational software is capable of being downloaded from a remote location over a data transmission medium.

24. (currently amended) An electronic educational toy ~~having a housing for teaching~~, comprising:

a toy housing supporting a planar work platform on which a child can make selections by causing contact across a surface of the planar work platform, the toy housing enclosing:

a speaker,

a processor, and

at least a portion of a sensing system, the sensing system sensing occurrences of contact caused by the child with the work platform and sending information to the processor corresponding to one or more sensed occurrences of contact;

a plurality of images presented on the work platform to the user to facilitate the interaction between the user and educational software, wherein the images presented on the work platform are changed from time to time, the processor being aware of the change of images without the child having to assist in advising the toy that the presented images have been changed; and

a multiple contact learning mode including:

a plurality of questions or instructions capable of being output by the speaker, the questions or instructions presenting the child with a problem which can only be correctly solved by the child by the child causing contact with the work platform two or more times, the child indicating two or more cognitive selections by causing contact with the work platform two or more times,

the processor enclosed within the housing receiving information from the sensing system corresponding to at least the first and second sensed occurrences of contact by the child on the work platform in response to the question or instruction and using the information to evaluate whether the child's cognitive selections as indicated by the child caused contacts with the work platform correspond to a correct solution to the question or instruction,

a first audio feedback response output by the speaker where the processor determines that the two or more child caused contacts with the work platform correspond to a correct solution to the question or instruction, the first audio feedback response indicating to the child that the two or more selections by the child correspond to a correct response to the question or instruction, and

a second audio feedback response output by the speaker where the processor determines that one or more of the child caused contacts with the work platform does not correspond to a correct solution to the question or instruction, the second audio feedback response indicating that one or more of the selections by the child is something other than a correct solution to the question or instruction.

~~a plurality of audio prompts output by a speaker enclosed within the toy housing, a prompt including a question or instruction having at least one correct response, the question or instruction designed to encourage a child to make a cognitive decision and~~

~~indicate the cognitive decision by causing contact with a touch-sensitive surface, the touch-sensitive surface formed on at least a portion of a substantially planar surface of the toy housing;~~

~~one or more sensors capable of sensing the location of where the touch-sensitive surface has been contacted;~~

~~a contact capable of occurring and being sensed in arbitrary child-defined locations on the touch-sensitive surface, the occurrence of contact on the touch-sensitive surface in response to the question or instruction indicating the cognitive decision by the child corresponding to the question or instruction;~~

~~a processor enclosed within the toy housing capable of: a) executing educational software, b) receiving information from the one or more sensors corresponding to the occurrence of contact by the child on the touch-sensitive surface and c) using the information from the sensors to determine whether the child's cognitive decision as indicated by the occurrence of contact by the child on the touch-sensitive surface corresponds to a correct response to the question or instruction;~~

~~an audio feedback response output by the speaker, the audio feedback response indicating to the child whether the decision indicated by the child's contact with the touch-sensitive surface corresponds to a correct response to the question or instruction;~~
~~and~~

~~educational software capable of being loaded onto the toy by users thereof.~~

25. (currently amended) An electronic educational toy as in claim 24, wherein the child causes contact with the touch-sensitive surface by placing an object on the touch-sensitive surface in the multiple contact learning mode, the contact with the work surface is object-generated contact.

26. (currently amended) An electronic educational toy as in claim 24, wherein the toy housing encloses the speaker, at least a portion of the one or more sensors and the processor, the housing having a substantially planar surface, at least a portion of which work platform comprises the a touch-sensitive surface.

27. (previously presented) An electronic educational toy as in claim 24, further comprising a second prompt for a correct response to the question or instruction in the event the decision by the child does not correspond to a correct response to the question or instruction.

28. (previously presented) An electronic educational toy as in claim 24, wherein at least a portion of the educational software is capable of being loaded via a portably memory.

29. (previously presented) An electronic educational toy as in claim 24, wherein at least a portion of the educational software is capable of being downloaded from a remote location over a data transmission medium.

30. (Currently amended) An electronic educational toy for teaching, comprising:

a toy housing supporting a planar work platform on which a child can make selections by causing contact across a planar surface of the work platform, the toy housing enclosing:

a speaker,

a processor, and

at least a portion of a sensing system, the sensing system sensing occurrences of contact caused by the child with the work platform and sending information to the processor corresponding to one or more sensed occurrences of contact; and

a multiple contact learning mode including:

a plurality of questions or instructions capable of being output by the speaker, the questions or instructions presenting the child with a problem which can only be correctly solved by the child by the child causing contact with the work platform two or more times in a particular sequence, the child indicating two or more cognitive selections by causing contact with the work platform two or more times in a particular sequence,

the processor enclosed within the housing receiving information from the sensing system corresponding to sensed occurrences of contact by the child on the work platform in response to the question or instruction and using the information to evaluate whether the child's cognitive selections as indicated by the child caused contacts with the work platform and the sequence thereof correspond to a correct solution to the question or instruction.

a first audio feedback response output by the speaker where the processor determines that the two or more child caused contacts with the work platform and the sequence thereof correspond to a correct solution to the question or instruction, the first audio feedback response indicating to the child that the two or more selections by the child correspond to a correct response to the question or instruction, and

a second audio feedback response output by the speaker where the processor determines that one or more of the child caused contacts with the work platform or the sequence thereof does not correspond to a correct solution to the question or instruction, the second audio feedback response indicating that one or more of the selections by the child is something other than a correct solution to the question or instruction.

~~a support structure, said support structure supporting a substantially planar touch sensitive surface capable of receiving input at irregular continuous locations over at least a substantial portion of the surface from the child by the child causing contact with the surface;~~

~~—— a plurality of audio prompts output by an audio output device, an audio prompt including an instruction or question designed to encourage a child to make a cognitive decision;~~

~~—— wherein in response to the audio prompt the child is intended to cognitively select from among a plurality of possible choices and indicate the selection by causing contact with the touch-sensitive surface, the selection being the child's attempt to make a correct cognitive decision;~~

~~—— the touch-sensitive surface facilitating the detection of the location of the contact caused by the child on the touch-sensitive surface in response to the audio prompt; and~~

~~a processor capable of determining whether the detected location of the contact on the touch-sensitive surface corresponds to the correct cognitive decision.~~

31. (currently amended) An electronic educational toy as in claim 30, ~~wherein the child causes contact with the touch-sensitive surface by placing an object on the touch-sensitive surface in the multiple contact learning mode, the contact with the work surface is object-generated contact.~~

32. (previously presented) An electronic educational toy as in claim 30, wherein the processor generates questions or instructions with different levels of difficulty.

33. (previously presented) An electronic educational toy as in claim 32, wherein the processor generates more difficult questions depending on the user having provided correct previous answers.

34. (previously presented) An electronic educational toy as in claim 30, further comprising a second prompt for a correct response to the question or instruction in the event the decision by the child does not correspond to a correct response to the question or instruction.

35. (previously presented) An electronic educational toy as in claim 30, further comprising a plurality of images on the touch-sensitive surface to facilitate the interaction between the educational software and the child, wherein the plurality of images on the touch-sensitive surface can be changed.

36. (previously presented) An electronic educational toy as in claim 30, wherein at least a portion of the educational software is capable of being loaded into the toy by users thereof.

37. (previously presented) An electronic educational toy as in claim 36, wherein at least a portion of the educational software is capable of being loaded via a portable memory capable of being inserted by the user into a portable memory receiving device associated with the toy.

38. (previously presented) An electronic educational toy as in claim 36, wherein at least a portion of the educational software is capable of being downloaded from a remote location over a data transmission medium.

39. (New) An electronic educational toy as in claim 4, wherein the work platform comprises a touch-sensitive electronic display screen electronically and temporarily displaying the plurality of images on the work platform.

40. (New) An electronic educational toy as in claim 13, wherein the work platform comprises a contact-sensitive electronic display screen electronically and temporarily displaying the plurality of images on the work platform.

41. (New) An electronic educational toy as in claim 17, wherein the work platform comprises a contact-sensitive electronic display screen electronically and temporarily displaying the plurality of images on the work platform.

42. (New) An electronic educational toy as in claim 24, wherein the work platform comprises a contact-sensitive electronic display screen electronically and temporarily displaying the plurality of images on the work platform.

43. (New) An electronic educational toy as in claim 30, wherein the work platform comprises a contact-sensitive electronic display screen electronically and temporarily displaying the plurality of images on the work platform.

44. (New) An electronic educational toy as in claim 4, wherein the work platform comprises a touch-sensitive surface.

45. (New) An electronic educational toy as in claim 13, wherein the work platform comprises a touch-sensitive surface.

46. (New) An electronic educational toy as in claim 24, wherein the work platform comprises a touch-sensitive surface.

47. (new) An electronic educational toy as in claim 13, further comprising an alternative learning mode wherein the child explores letters, words, numbers or pictures by causing contact with the work platform without there being an incorrect selection, or indication of an incorrect selection, of a letter, word, number or picture and the toy provides audio feedback to the child when such contact corresponds to the selection of a letter, word, number or picture, the audio feedback relating to the selected letter, word, number or picture.

48. (new) An electronic educational toy as in claim 17, further comprising an alternative learning mode wherein the child explores letters, words, numbers or pictures by causing contact with the work platform without there being an incorrect selection, or indication of an incorrect selection, of a letter, word, number or picture and the toy provides audio feedback to the child when such contact corresponds to the selection of a letter, word, number or picture, the audio feedback relating to the selected letter, word, number or picture.

49. (new) An electronic educational toy as in claim 24, further comprising an alternative learning mode wherein the child explores letters, words, numbers or pictures by causing contact with the work platform without there being an incorrect selection, or indication of an incorrect selection, of a letter, word, number or picture and the toy provides audio feedback to the child when such contact corresponds to the selection of a letter, word, number or picture, the audio feedback relating to the selected letter, word, number or picture.

50. (new) An electronic educational toy as in claim 30, further comprising an alternative learning mode wherein the child explores letters, words, numbers or pictures by causing contact with the work platform without there being an incorrect selection, or indication of an incorrect selection, of a letter, word, number or picture and the toy provides audio feedback to the child when such contact corresponds to the selection of a letter, word, number or picture, the audio feedback relating to the selected letter, word, number or picture.

51. (new) An electronic educational toy as in claim 4 further comprising a movement tracking capability wherein in response to an audio prompt a child causes contact with the work platform to laterally move across the face of the work surface while the contact is maintained with the work platform and the processor detects the path of the contact as it moves laterally across the face of the work platform.

52. (new) An electronic educational toy as recited in claim 17 further comprising a movement tracking capability wherein in response to an audio prompt a child causes contact with the work platform to laterally move across the face of the work surface while the contact is maintained with the work platform and the processor detects the path of the contact as it moves laterally across the face of the work platform.

53. (new) An electronic educational toy as in claim 24 further comprising a movement tracking capability wherein in response to an audio prompt a child causes contact with the work platform to laterally move across the face of the work surface while the contact is maintained with the work platform and the processor detects the path of the contact as it moves laterally across the face of the work platform.

54. (new) An electronic educational toy as in claim 30 further comprising a movement tracking capability wherein in response to an audio prompt a child causes contact with the work platform to laterally move across the face of the work surface while the contact is maintained with the work platform and the processor detects the path of the contact as it moves laterally across the face of the work platform.

55. (new) An electronic educational toy as in claim 4, wherein in the multiple contact learning mode, the problem can only be correctly solved by the child causing contact with the work platform two or more times in a particular sequence,

the processor evaluates whether the child's cognitive selections as indicated by the child caused contacts with the work platform and the sequence thereof correspond to a correct solution to the question or instruction,

the first audio feedback response is output by the speaker where the processor determines that the two or more child caused contacts with the work platform and the sequence thereof correspond to a correct solution to the question or instruction, and

the second audio feedback response is output by the speaker where the processor determines that one or more of the child caused contacts with the work platform or the sequence thereof does not correspond to a correct solution to the question or instruction.

56. (new) An electronic educational toy as in claim 13, wherein in the multiple contact learning mode, the problem can only be correctly solved by the child causing contact with the work platform two or more times in a particular sequence,

the processor evaluates whether the child's cognitive selections as indicated by the child caused contacts with the work platform and the sequence thereof correspond to a correct solution to the question or instruction,

the first audio feedback response is output by the speaker where the processor determines that the two or more child caused contacts with the work platform and the sequence thereof correspond to a correct solution to the question or instruction, and

the second audio feedback response is output by the speaker where the processor determines that one or more of the child caused contacts with the work platform or the sequence thereof does not correspond to a correct solution to the question or instruction.

57. (new) An electronic educational toy as in claim 17, wherein in the multiple contact learning mode, the problem can only be correctly solved by the child causing contact with the work platform two or more times in a particular sequence,

the processor evaluates whether the child's cognitive selections as indicated by the child caused contacts with the work platform and the sequence thereof correspond to a correct solution to the question or instruction,

the first audio feedback response is output by the speaker where the processor determines that the two or more child caused contacts with the work platform and the sequence thereof correspond to a correct solution to the question or instruction, and

the second audio feedback response is output by the speaker where the processor determines that one or more of the child caused contacts with the work platform or the sequence thereof does not correspond to a correct solution to the question or instruction.

58. (new) An electronic educational toy as in claim 24, wherein in the multiple contact learning mode, the problem can only be correctly solved by the child causing contact with the work platform two or more times in a particular sequence,

the processor evaluates whether the child's cognitive selections as indicated by the child caused contacts with the work platform and the sequence thereof correspond to a correct solution to the question or instruction,

the first audio feedback response is output by the speaker where the processor determines that the two or more child caused contacts with the work platform and the sequence thereof correspond to a correct solution to the question or instruction, and

the second audio feedback response is output by the speaker where the processor determines that one or more of the child caused contacts with the work platform or the sequence thereof does not correspond to a correct solution to the question or instruction.

59. (new) An electronic educational toy as in claim 4, wherein the sensing system comprises a grid of wires, wires of the grid being sequentially energized so that contact with the work platform generates a variation in one or more of the wires of the grid from which the location of contact on the work platform can be determined.

60. (new) An electronic educational toy as in claim 13, wherein the sensing system comprises a grid of wires, wires of the grid being sequentially energized so that

contact with the work platform generates a variation in one or more of the wires of the grid from which the location of contact on the work platform can be determined.

61. (new) An electronic educational toy as in claim 17, wherein the sensing system comprises a grid of wires, wires of the grid being sequentially energized so that contact with the work platform generates a variation in one or more of the wires of the grid from which the location of contact on the work platform can be determined.

62. (new) An electronic educational toy as in claim 24, wherein the sensing system comprises a grid of wires, wires of the grid being sequentially energized so that contact with the work platform generates a variation in one or more of the wires of the grid from which the location of contact on the work platform can be determined.

63. (new) An electronic educational toy as in claim 30, wherein the sensing system comprises a grid of wires, wires of the grid being sequentially energized so that contact with the work platform generates a variation in one or more of the wires of the grid from which the location of contact on the work platform can be determined.